

MSFT 160297.1 (MSFT 4936)
PATENT**Amendments to the Specification:**

Please replace the paragraph that begins at page 4, line 25 with the following amended paragraph:

The computer 130 typically has at least some form of computer readable media. Computer readable media, which include both volatile and nonvolatile media, removable and non-removable media, may be any available medium that can be accessed by computer 130. By way of example and not limitation, computer readable media comprise computer storage media and communication media. Computer storage media include volatile and nonvolatile, removable and non-removable media implemented in any method or technology for storage of information such as computer readable instructions, data structures, program modules or other data. For example, computer storage media include RAM, ROM, EEPROM, flash memory or other memory technology, CD-ROM, digital versatile disks (DVD) or other optical disk storage, magnetic cassettes, magnetic tape, magnetic disk storage or other magnetic storage devices, or any other medium that can be used to store the desired information and that can be accessed by computer 130. Communication media typically embody computer readable instructions, data structures, program modules, or other data in a modulated data signal such as a carrier wave or other transport mechanism and include any information delivery media. Those skilled in the art are familiar with the modulated data signal, which has one or more of its characteristics set or changed in such a manner as to encode information in the signal. Wired media, such as a wired network or direct-wired connection, and wireless media, such as acoustic, RF, infrared, and other wireless media, are examples of communication media. Combinations of the any of the above are also included within the scope of computer readable media.

Please replace the paragraph that begins at page 5, line 24 with the following amended paragraph:

The computer 130 may also include other removable/non-removable, volatile/nonvolatile computer storage media. For example, Figure 1 illustrates a hard disk drive 154 that reads from or writes to non-removable, nonvolatile magnetic media. Figure 1 also shows a magnetic disk drive 156 that reads from or writes to a removable, nonvolatile magnetic disk 158, and an optical

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disk drive 160 that reads from or writes to a removable, nonvolatile optical disk 162 such as a CD-ROM or other optical media. Other removable/non-removable, volatile/nonvolatile computer storage media that can be used in the exemplary operating environment include, but are not limited to, magnetic tape cassettes, flash memory cards, digital versatile disks, digital video tape, solid state RAM, solid state ROM, and the like. The hard disk drive [[144]] 154, and magnetic disk drive 156 and optical disk drive 160 are typically connected to the system bus 136 by a non-volatile memory interface, such as interface 166.

Please replace the paragraph that begins at page 7, line 3 with the following amended paragraph:

When used in a local area networking environment, computer 130 is connected to the LAN 196 through a network interface or adapter 186. When used in a wide area networking environment, computer 130 typically includes a modem 178 or other means for establishing communications over the WAN 198, such as the Internet. The modem 178, which may be internal or external, is connected to system bus 136 via the user input interface [[194]] 184, or other appropriate mechanism. In a networked environment, program modules depicted relative to computer 130, or portions thereof, may be stored in a remote memory storage device (not shown). By way of example, and not limitation, Figure 1 illustrates remote application programs 192 as residing on the memory device. It will be appreciated that the network connections shown are exemplary and other means of establishing a communications link between the computers may be used.

Please replace the paragraph that begins at page 14, line 28 with the following amended paragraph:

It is also contemplated that the invention may be implemented as a graphical user interface (GUI) including a display and a user interface selection device. In this configuration, the GUI would first form the scope window 202. Thereafter, scope items 1-N would be retrieved from a database for display in the scope window 202. Next, a first primary display window 204 would be formed and first primary objects 1-M would be retrieved from a database. The first primary objects 1-M would be linked to the scope window and/or its selected item and would be

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displayed in the first primary display window 204. Next, a second primary display window 206 is formed by the GUI and the second ~~[[the]]~~ primary objects 1-M' which are linked to the scope window 202 are displayed in the second primary display window 206. Once again, as noted above, the second primary objects 1-M' are independent of the first primary objects 1-M. In a particular configuration of the graphical user interface, a user may select at least one displayed scope item such as item 218. As a result, the retrieved first primary objects 1-M would be linked to the selected scope item 218 and displayed in the first primary display window 204. In addition, the retrieved second primary objects 1-M' would be linked to the selected scope item 218 and would be displayed in the second primary display window 206.

Please replace the paragraph that begins at page 16, line 15 with the following amended paragraph:

Each result pane will have a title band over each list control. This title band will indicate focus to the user. The detail pane will list "children of <scope selected container>" while the alert pane will list "events for <scope selected container> and its children." Each title band will include a progress bar and details of that progress, if necessary. Upon initial selection of a new scope pane object, the alert pane will display events filtered on the selected object and events for the selected objects' children.